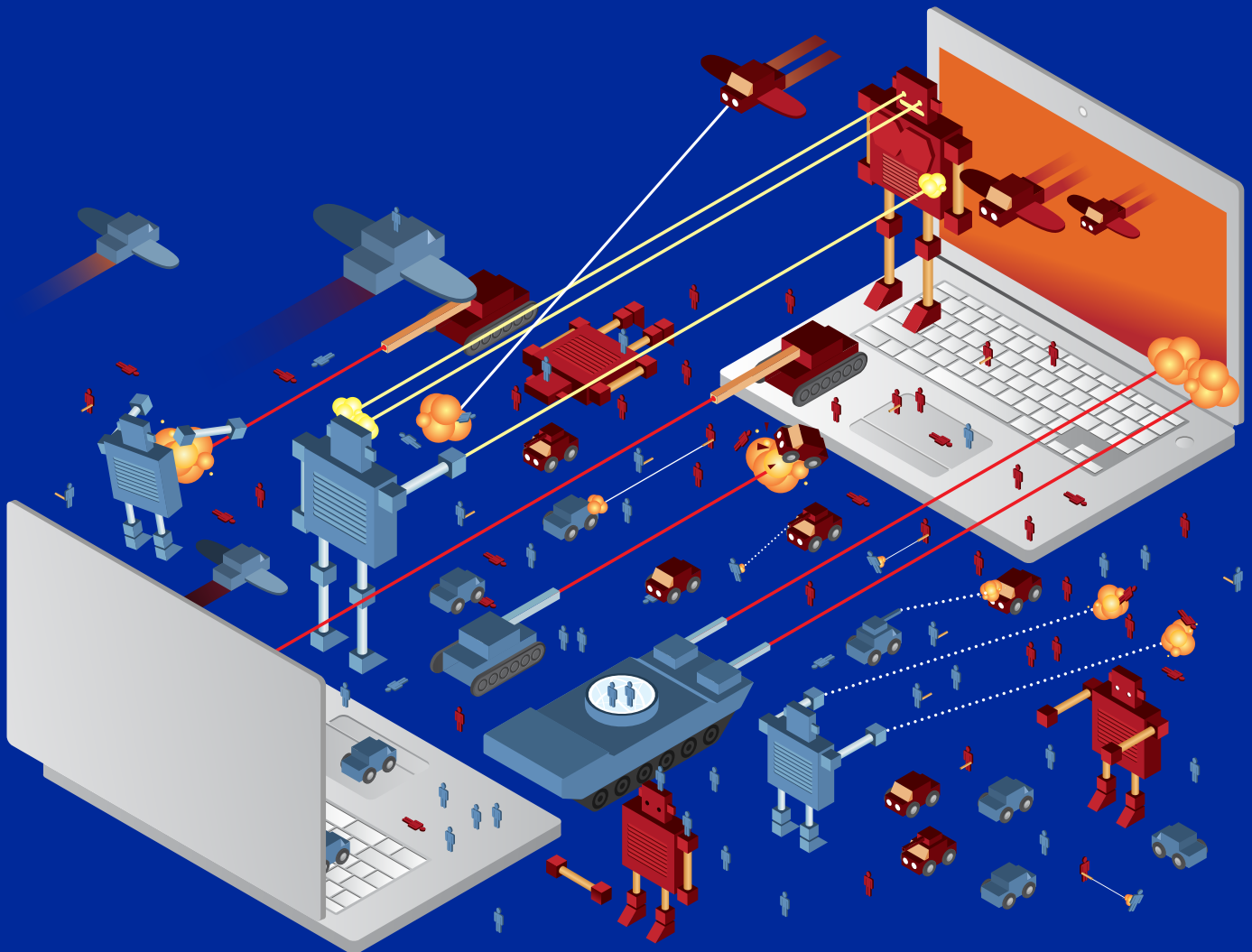




Got Game? How Technology Is Reshaping the Gaming Industry Forever

Gaming Use Case



Which Types of Servers Are Best for Cloud Gaming?

Cloud gaming can work on dedicated servers, but it does require a greater scalability than dedicated servers can offer. Thus, many turn to virtual cloud servers, which are easily scalable but can exhibit lower performance.

What if you could mix the qualities provided by dedicated servers with the scalability of the cloud in a high performant, scalable hybrid? This is where bare metal cloud comes in.

Why Bare Metal Cloud for Cloud Gaming?

Bare metal cloud are physical machines, just like dedicated servers, with fixed RAM, processor, hard drive, and network, but have cloud-like functionalities, like scalability and flexibility. You can upgrade hardware automatically from the interface, and you can change one server with another one that has a fixed configuration, quickly, with just a click.

The difference between bare metal cloud and virtualized cloud servers is that bare metal cloud has no hypervisor to host different operating systems. This means that it is overall faster and more performant as there's no in-between layer to slow it down. Bare metal cloud offers high performance, especially when discussing huge resource needs.



The bare metal cloud also offers the possibility of very low latency rigs with no virtualization, high-end, high-frequency dual-socket CPUs, dual precision GPUs, and high throughput PCI-e NVMe SSDs, making it the perfect choice for latency-sensitive workloads, such as for cloud gaming. Additionally, a Layer 2 Network can be configured between several bare metal servers, for maximum speed. By using this type of cluster, the communication takes place LAN and not through an L3 network (through the internet).

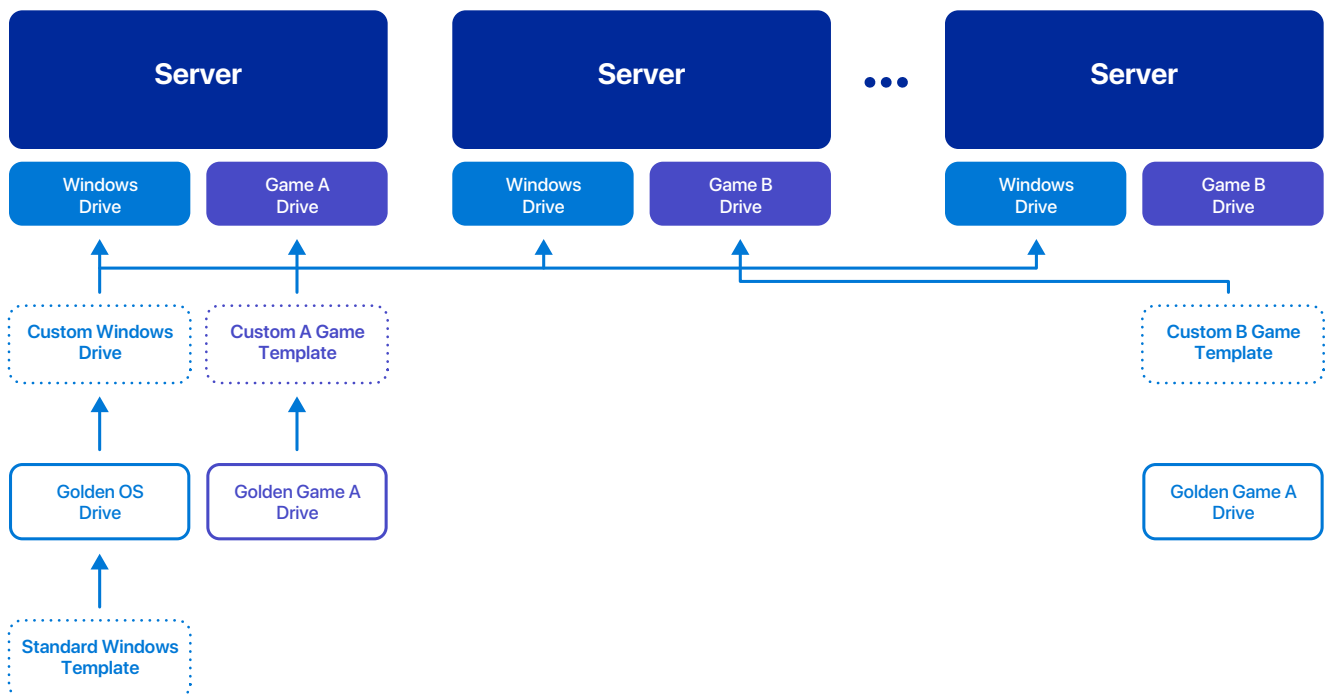
Delivering Content Where Gamers Want It

Game-Changing Technology

A gaming company, delivering a completely remote gaming experience for popular video games from Spain is using the Bigstep Metal Cloud for its low latency and high performance servers.

They are using 4.16.1G (4 cores, 16 GB RAM and 1 Nvidia T4 GPU) and 8.32.1G (8 cores 32 GB RAM and 1 x T4 NVidia) instances with Windows and Nvidia GRIDD software.

They leverage Metal Cloud's ability to quickly create instances and the ability to create drives from templates.



Reshaping Gaming, a Thousand Servers at a Time

Saving Cost the Tech Way

They maintain a custom set of "golden" game drives out of which they have created templates that in turn is used as a base for all the "drives" attached to all the servers that play the same game.

The Windows Server operating system Drive is also customized by the customer and turned into a template that is then used by all the servers.

They maintain a dynamic pool of servers out of which servers get allocated to users as they log in. The pool grows and shrinks depending on demand consuming resources from the Metal Cloud. Due to the very low provisioning times they can closely match demand and reduce waste.

They also leverage the reserved model for the minimum number of resources they provision which reduces the overall cost by half.

START GAME

Let's get connected

As the game industry continues to evolve and expand its target market, the capabilities needed to gain a competitive advantage are changing too. Find out more about how we can help transform your business today.

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